

Notice of References Cited	Application/Control No. 10/790,953		Applicant(s)/Patent Under Reexamination SEILER ET AL.	
	Examiner PETER-ANTHONY PAPPAS		Art Unit 2628	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	Classification
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*	B	US-2004/0119709	06-2004	Strom et al.	345/421
*	C	US-6,894,689	05-2005	Greene et al.	345/422
*	D	US-7,023,437	04-2006	Voorhies et al.	345/420
*	E	US-7,170,513	01-2007	Voorhies et al.	345/421
*	F	US-7,301,537	11-2007	Strom et al.	345/422
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	L	US-			
	M	US-			

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NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)			
	U	Everitt et al. Practical and Robust Stenciled Shadow Volumes for Hardware-Accelerated Rendering. NVIDIA Corporation. 2002.			
	V	Schrocker. Visibility Culling for Game Applications. Thesis. Institute of Computer Vision and Graphics. 2001.			
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*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.